## DONKEY KONG JR.MATH ${ }^{\text {TM }}$

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo ${ }^{\text {® }}$ Entertainment System Donkey Kong Jr. MATH ${ }^{\text {TM }}$ Pak.

## OBJECT OF THE GAME/GAME DESCRIPTION

Learning can be fun, especially when you play along with Donkey Kong Jr. Practice Addition, Subtraction, Multiplication and Division by directing Junior to select your answer. Compete with a friend in a race to solve problems in Game A or add more challenge with Game B. Or, practice on your own with the $+-x \div$ selection. Recommended ages 8 and up.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

## 1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

## 2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 - For playing alone.
Controller 2 - For second player in 2 player games.


A button
He Jumps.

## B button

Press to Start Your Equation Over

SELECT and START buttons are functional on Controller 1 ONLY


- cmanarea



## SELECT button

Press this button during the demonstration sequence to recall the game menu.
Press this button again to move the asterisk (*) to the game you wish to select:

Calculate A - Beginner
Calculate B - Expert
$+-x \div$ Exercise
Pressing the Select button during game play will end your game and recall the game menu.

## START button

Press this button to begin.
Pause:
If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.

* Calculate A and B may be played with 1 or 2 Players.
-The Top score ( $+-x \div$ exercise only) will reset to 0 if the reset button (on the control deck) is pressed or the power is tumed off.
* Use Controller 1 for 1 Player games
- Use Controller 1 and 2 for 2 Player games

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## 3. HOW TO PLAY

Junior's father gives Junior some math problems.
Use your brains to help Junior find the correct answer as fast as possible. Compete with a friend and go for a high score.

* CALCULATE A and B can be played with one or two players.
- When two players play, you can annoy your opponent by grabbing numbers and symbols that he wants before he can.


## Characters

Junior (I)

Junior (II)

- Junior can only put single-digit numbers $(1 \sim 9)$ into the window. Even if you try to grab two numbers in a row, only the first one goes into the window.
* For answers containing five digits or more, only the displayed four digits count.
- The remainder is dropped for division.
* The word "WIN" underneath the window doesn't mean that the answer in the window is right. When you get the answer right, an apple will appear beside "WIN".


Papa showe a number on a placard. You must make an equation whose answer equals the number on the placard.

Papa holds up a number. Junior has to try to make the same number appear in his side window by using the numbers $1 \sim 9$ and the symbols $+-x \div$
After you write an equation, the math is automati cally done and the answer appears in the window. If this number isn't the same as the number Papa is holding up, you can use it as the beginning of your next try, and gradually zero in on the right answer.

Calculate A (For two players, use Controllers I and II)

 again.
don to the islands to get the igns $(+-x \div)$. When Junior jumps onto an island, the sign that was there goes up into the vindow and onto another island so that it can be used


The numbers and signs line up in the order they are taken to make the equation. Junior can get onedigit numbers nly. Even if two numbers are taken in a row, only the first one is used.


Use the answer from
your first try as the
beginning of you
next try, and con-
tinue with a sign
and number; or start over by clearing the window with the B button.


If an answer has five digits or more, only he first four are displayed. Only dis played digits count.


The calculation is finished when the nswer in the win dow is the same as he placard number Papa is holding up.


Papa gives out an apple each time the correct answer is found. The winner is the one who gets is the one who $g$ five apples first. When someone wins, Junior jumps up and down.

Calculate B (For two players, use Controllers I and II.)
The game proceeds just like Calculate $A$, but a number is given in your window at the beginning and Papa may assign a negative number on the placard.
Those are the only extra difficulties. Go ahead and test your mathematical ability. *When the B button is pressed to start over, the number given in the beginning will reappear.
$+-x \div$ Exercise (For one player only. Use Controller I.)
Practice addition, subtraction, multiplication and division.
The screen on the left will appear.
Choose the kind of problems you wish to do.

1. Move Junior to the problem type you wish to practice.

2. Move Junior to the right. He will point out the problem next to him.

3. The screen will then change, and the problem will begin. An unfinished problem appears in the upper right part of the screen. Place the correct numbers in the squares ( ) to finish the problem. - One game consists of ten problems.

| 1 |  |  |  |  |
| :--- | :--- | :---: | :---: | :---: |
| The nitpicker shows |  |  |  |  |
| you the position of the |  |  |  |  |
| number to be filled. |  |  |  |  |
| Make Junior jump onto |  |  |  |  |
| the chain under the nit- |  |  |  |  |
| picker. |  |  |  |  |



## $\square 4$

After all the numbers are set, move Junior to the right or left for final wet. If the solution is correct, Junior jumps off of the chains and umps up and down. The nitpicker gives you an egg as a present indicated on the left
 side of the screen next to the problem number.

If the answer is wrong Junior will fall on his bottom from the chains. Go back to the place of the mistake once more (the nitpicker and the square will show you where the mistake is). One by one, fix the mistaken numbers.


If the problem is too hard, push the question mark (?) up to Papa. The numbers wil in automatically, displaying the correct soution.
$\qquad$

When there are several marks on top of each other, the square mark I I will flash in the column where the nitpicker is, showing you where to place the number. After putting the number in place, set it by moving Junior to the chain where the nitpicker is to continue.
 to tell how many coreggs next to the problem numbers.

## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.
If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

## MEMO



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$\qquad$
$\qquad$ (2)

## MEMO

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90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

## 90-DAY LIMITED WARRANTY:


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To recelve thit warranty struibt:

1. DO NOT return your defoctive Gams Pak to the netailer.
2. Notily the Ninsendo Comumar Sorvice Departmemt of tha problem requiring warranty timpice bre calling:
 Pacific Time Monday through Friday.
3. If the Nintendo service nechnician is unable to walwe the and
grobime by phone he will plowle you with o Repurn
Authorization number. Simply recod this number on the
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## REPAIAS AFTER EXPIRATION OF WARRANTY:

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 will be returned and the $\$ 10.00$ payment retunded.

## WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITYAND FITNESS FOR NINETY DAYS FHOM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONGS SET FORTH HEREIN. IN NO EVENT BHALL NINTENDO BE LIAGLE FOA CONSE FROM THE BREACH OF ANY EXPAESS OA IMPLIED WAR
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 implied warrsaty lasts or axclusion of convequential or pheddeptal domags, to itw itowe limitstions zond exclusion muy not



[^0]:    * Select and Start Buttons Are Not Used on Controller 2.

